

**C L A I M   A M E N D M E N T S**

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled.

Current amendments to the claims are expressed in the detailed listing by strikethrough or brackets (for deleted matter) or underlining (for added matter).

1.     (Currently Amended)     A method comprising:  
          initiating a game session of indeterminate duration, wherein the game session is not defined by either a predetermined number of handle pulls or a predetermined period of time;

          determining a game variable defining the game session;  
          determining a terminating value associated with the game variable;  
          determining a current value of the game variable; and  
          terminating the game session based on the terminating value and the current value.

2.     (Original)     The method of claim 1, in which determining the current value comprises:

          determining the current value based on an outcome of the game session.

3.     (Cancelled)

4.     (Cancelled)

5. (Original) The method of claim 1, in which the game session is not defined by a predetermined number of winning outcomes.

6. (Original) The method of claim 1, in which the game session includes a plurality of plays of a game.

7. (Original) A method comprising:  
determining at least one game parameter that is associated with a game;  
for each at least one game parameter, determining a respective terminating condition that is associated with the game parameter;  
initiating a flat rate play session of the game;  
determining if at least one terminating conditions is satisfied; and  
if at least one terminating conditions is satisfied,  
terminating the flat rate play session,  
in which the at least one game parameter corresponds to at least one of:  
a number of game elements,  
a number of occurrences of a game symbol, and  
a plurality of game elements collected by a player.

8. (Original) The method of claim 7, further comprising:  
determining an outcome of the game.

9. (Original) The method of claim 8, in which determining if the terminating condition is satisfied comprises:
- determining if the terminating condition is satisfied based on the outcome.
10. (Original) A method comprising:
- determining at least one game parameter that is associated with a game;
  - for each at least one game parameter, determining a respective terminating condition that is associated with the game parameter;
  - initiating a flat rate play session of the game;
  - determining if at least one terminating conditions is satisfied; and
  - if at least one terminating conditions is satisfied, terminating the flat rate play session,
- in which the at least one game parameter corresponds to at least one of:
- a probability,
  - a probability of a player entering a bonus round, and
  - a rate of expiration of a predetermined game symbol.

11. (Currently Amended) A method comprising:
- initiating a game session, the game session including a plurality of handle pulls, wherein the game session is not defined by either a predetermined number of handle pulls or a predetermined period of time;
  - determining a game parameter that is associated with a first stage of the game session;
  - determining a terminating value that is associated with the game parameter;
  - determining an outcome of the first stage;
  - determining a current value of the game parameter; and
  - initiating a second stage of the game session based on the terminating value and the current value.
12. (Original) The method of claim 11, in which the first stage comprises a primary game.
13. (Original) The method of claim 11, in which the second stage comprises a bonus round.
14. (Original) The method of claim 11, in which determining the current value comprises:
- determining the current value based on the outcome.
15. (Original) The method of claim 11, in which the game session is a prepaid session.

16. (Original) The method of claim 11, further comprising:  
terminating the first stage based on the terminating value and the current value.
17. (Original) A method comprising:  
initiating a game session that includes a plurality of outcomes;  
generating at least one outcome, in which  
each outcome includes a plurality of instances selected from a set of slot machine symbols, and  
the set of slot machine symbols includes a plurality of predetermined slot machine symbols;  
adjusting a running count based on occurrences of the at least one predetermined slot machine symbol in the at least one outcome; and  
terminating the game session based on the running count.
18. (Original) The method of claim 17, further comprising:  
determining a bonus payout based on the running count.

19. A method comprising:
- determining a game parameter value that is associated with a video poker game;
  - determining a terminating value that is associated with the game parameter value;
  - initiating a session of the video poker game, the session including a plurality of hand outcomes, wherein the session is not defined by either a predetermined number of hand outcomes or a predetermined period of time;
  - determining if the game parameter value is equal to the terminating value; and
  - if the game parameter value is equal to the terminating value, terminating the session.
20. (Original) The method of claim 19, in which the session is a flat rate play session of the video poker game.
21. (Original) The method of claim 19, in which the terminating value corresponds to a rank of a card.
22. (Original) The method of claim 19, in which the terminating value corresponds to a suit of a card.
23. (Original) The method of claim 19, in which the terminating value corresponds to at least one card.
24. (Original) The method of claim 19, in which the terminating value corresponds to a predetermined hand outcome.